

Instructions

In all cases:

The surface must be clean and dry, preferably rinsed with high pressure, and no loose parts. If you already have a base paint, leave it on, if not, add the color you want to use (but not silicone paint).

The new kind of epoxy color, based on glucose, provides a surface that BaSiliCoat has a hard time adhering to.

With Activator

BaSiliCoat is cured in seawater that contains a minimum of 0.4% salinity, and then the Activator is not needed in the product (but you can still use it).

If the boat is to be launched in fresh water, the Activator must be mixed in the product before application. Wait to launch for at least 2 hours (or later if you wish) after application.

BaSiliCoat can then be launched in all waters, including fresh water.

Without Activator

Plastic and wooden boats

- It must be clean and dry, preferably rinsed with high pressure, no loose parts. If you already have base paint, leave it on, if not, add the color you want to use, but not silicone paint.
- The new kind of epoxy color, based on glucose, provides a surface that BaSiliCoat has a hard time adhering to.
- When completely dry, brush or roll on a thin layer of BaSiliCoat (one liter is enough for about 10 m²). It will be quite loose and a bit sticky before launching. Protect it from rain and fresh water or the effect will be compromised.
- Immerse in seawater at least 0.4% salinity for 1 to 2 days. Then the sea completes the final process and hardens the BaSiliCoat into a hard, tough and very slippery surface that protects against fouling.
- When this process is complete, you can use the boat in any water, even fresh water, because you have already received the protection.
- Should you need to remove BaSiliCoat, do it just like any other boat paint, i.e. by grinding.

Aluminum boat, drive, and propeller

- For BaSiliCoat to adhere, it must be treated with a paint that adheres properly. If you have this, BaSiliCoat can be applied.
- Otherwise, you follow the process as above for plastic and wooden boats.